





MARC GALVEZ


UNITY DEVELOPER

ABOUT ME

Born in 1999 in Barcelona, I am passionate about emerging technologies and innovation.

 Vilanova i la Geltrú, Spain

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PORTFOLIO



SOCIAL



LANGUAGE



HACKATHON AWARDS

- 1-BIT JAM
- LUDUM DARE 45
- GDSG INTRINSIC JAM
- GMTK 2020
- MINI JAM 52
- MINI JAM 58
- CITM GAME JAM 1º
- CITM GAME JAM 2º
- CITM GAME JAM 3

HOBBIES

Climbing, Boxing, Videogames, Books, Home automation.

Every chance I get, I move to events like Jams, conferences or video game meetings, making as much networking as possible.

PROFESSIONAL SUMMARY

Graphics and XR Engineer with over 5 years of professional experience in Unity3D, C#, and WebGL. Specialized in developing 3D graphic systems, with a strong focus on immersive technologies such as VR, AR, MR. Proven experience in maintaining and integrating SDKs, performance profiling, Android deployment, and collaborative R&D projects across academic and industry settings.

WORK EXPERIENCE

Current Position:

- Unity XR Developer at Digital Twin Technology (Cologne) 2023 - Present
- Virtual Reality Collaborating Professor at CITM UPC (Barcelona). 2024 - Present
- Project Lead Developer at Center for Autism (Los Angeles). 2025 - Present

Previous Experience:

- Technical Project Manager at Espronceda Institute (Barcelona) 2020 - 2024
- VR Graphic Technician at Fundació l'Olivar (Girona). 2022 - 2024
- Unity XR Developer Performance at Ready Teddy (Los Angeles). 2023 - 2024

EDUCATION

- University Centre de la Imatge i la Tecnologia Multimèdia | CITM (UPC) 2017 - 2021
 - Videogame Design and Development

PROGRAMMING LANGUAGE SKILLS



DEVELOPMENT SKILLS



OTHER SKILLS



SELECTED PROJECTS

Whisper Engine is a 3D video game engine built using C++ OpenGL with Lua scripting. The engine includes key features such as: loading 3D models with textures, scene camera navigation, play and pause, Lua scripting, transform component, mouse picking, gizmos, frustum culling, Game objects hierarchy,



Empty Universe is an AI-managed resource management game developed in Unity Engine. An exciting adventure where you will have to defend the ship of enemies. You will have three types of astronauts in your control. Each astronaut has his own job in order to get all ship needs covered.